d)   determining whether the total number of ordered collectibles has a predetermined relationship to the predetermined number of offered collectibles and, if so, allocating the predetermined number of offered collectibles among selected of the ordering purchasers.

37. (Amended)   The method of managing an initial offering of collectibles as claimed in claim 34, wherein an offering for sale on a secondary market is carried out for a second selected period of time.

41. (Amended)   The method of managing an initial offering of collectibles as claimed in claim 33, wherein if said total number of collectibles exceed the predetermined number of collectibles, said step of allocating reduces the number of collectibles to be allocated to selected of the ordering purchasers in accordance with a predefined algorithm.

48. (Amended)   The method of managing an initial offering of collectibles as claimed in claim 33, wherein there is further included the step of providing a purchaser history database for keeping a record for each purchaser that has placed an order in the course of said initial offering of the collectibles for sale, and updating for each received order data indicative of said number of collectibles in that record of the purchaser placing that order.

49. (Amended)   A method of operating a server to facilitate each of the potential purchasers to transmit over a network at least one order for collectibles to the server, said method comprising the steps of:

a)   providing at the server a purchaser history database;

b)   offering for sale an initial placement of a predetermined number of collectibles;

c)   receiving from one of the potential purchasers at least one order for a selected number of collectibles; and .

d)   creating in response to a received order an account in the purchaser history database for its potential purchaser, each account including a record of the purchasing activity of its potential purchaser.

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50. (Amended)   The method of operating a server as claimed in claim 49, further comprising the step of making a second offering for sale at the direction of at least one purchaser of selected of the allocated collectibles on a secondary market.

51. (Amended)   The method of operating a server as claimed in claim 77, wherein there is further included the steps of receiving orders from at least one purchaser who placed an order during said second offering for sale on said secondary market, and updating the purchaser's record for each received order that reflects the ordering activity of the purchaser.

52. (Amended)   The method of operating a server as claimed in claim 49, wherein the purchasing activity includes the number of orders made by the potential purchaser and said step c) responds to the receipt of each order to increment the number of the orders stored in the record.

54. (Amended)   The method of operating a server as claimed in claim 49, wherein there is further included a step of allocating said collectibles to the purchasers in accordance with an algorithm, said algorithm setting a number of collectibles to be allocated to each of the purchasers in accordance with said purchasing activity of the corresponding purchaser.

55. (Amended)   The method of operating a server as claimed in claim 54, wherein said algorithm sets the number of said collectibles to be allocated to each of the purchasers as a function proportional to said number of received orders from each purchaser.

56. (Amended)   The method of operating a server as claimed in claim 49, wherein there is further included the step of updating the record of the purchaser who made at least one order in the first mentioned offering with data indicative of the purchaser's allocated collectible(s).

57. (Amended)   The method of operating a server as claimed in claim 56, wherein there is included the steps of receiving bids from purchasers for selected of said collectibles during said second offering for sale on said secondary market, determining the winning bids on each collectible purchased on said secondary market and updating the

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record(s) of the purchaser(s) having winning bid(s) with data indicative of said purchased collectible(s).

58. (Amended)   A server designed to support a plurality of remote systems, each system operable by a potential purchaser to transmit over a network to said server orders for collectibles being offered for sale in an initial placement, said server comprising:

    a)   a server engine programmed to:

        1.   implement an offering for sale of an initial placement of a predetermined number of collectibles,

        2.   process the transmitted order to determine the number of ordered collectibles,

        3.   determine whether the number of ordered collectibles exceeds the predetermined number of the collectibles, and

        4.   if so, allocating said predetermined number of collectibles among the purchasers; and

    b)   a purchaser history database that keeps for each purchaser that transmits at least one order to said server a record of that purchaser's purchasing activity.

62. (Amended)   A method of managing the sale of uncirculated collectibles on a primary market and on a secondary market and the maintenance of the collectibles in their uncirculated condition in a protective environment, said method carried out on a programmed computer to effect the following steps:

    a)   inputting to the programmed computer data as to the identity of a plurality of uncirculated collectibles maintained in the protective environment to keep the maintained collectibles in their uncirculated condition;

    b)   communicating an initial offering for sale of the uncirculated collectibles to prospective purchasers;

    c)   receiving and accepting a plurality of received orders whereby corresponding purchasers purchase the uncirculated identified collectibles; and

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d)   communicating with each of the purchasers who has purchased uncirculated collectibles a message prompting such purchasers to effect selected of the following:

    i)   to keep their purchased uncirculated identified collectibles in the protective environment,

    ii)   offer for sale on the secondary market to the prospective purchasers the uncirculated identified collectibles that had been purchased on the primary market, and

    iii)   forward the identified uncirculated collectibles to the corresponding one of the purchasers.

69. (Amended)   A method of managing a server to support a plurality of prospective purchasers to transmit from corresponding remote stations over a network to the server orders for uncirculated collectibles and a protective environment to receive and maintain the uncirculated collectibles in their uncirculated condition, said method carried out by the programmed server to effect the following steps:

a) generating and transmitting from the server an initial offering for the sale of the uncirculated collectibles to the prospective purchasers;

b) receiving and accepting a plurality of received orders from corresponding ones of the ordering purchasers whereby corresponding purchasers purchase the uncirculated collectibles; and

c) generating and transmitting from the server to each of the purchasers who have purchased uncirculated collectibles messages prompting these purchasers to effect selected of the following:

    1)   keep their purchased uncirculated collectibles in the protective environment, and

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2)   offer for sale on a secondary market to the prospective purchasers the uncirculated collectibles that had been purchased on the primary market.

Please add the following new claim:

70. (New)   A method of managing an initial offering of collectibles for sale, said method carried out on a programmed computer to effect the following steps:

a)   communicating an initial offering for sale to purchasers of a predetermined number of the collectibles for a predetermined period of time commencing at a certain time;

b)   receiving orders from the ordering purchasers, each order indicating the numbers of collectibles ordered by its purchaser;

c)   counting the number of collectibles for which orders have been received to provide a total number of ordered collectibles; and

d)   comparing said total number of counted collectibles with said predetermined number of collectibles;

e)   determining whether the number of ordered collectibles exceeds the predetermined number of offered collectibles and, if so, allocating the predetermined number of offered collectibles among the ordering purchasers by reducing the number of collectibles to be allocated to selected of the ordering purchasers in accordance with a predefined algorithm; and

f)   said predefined algorithm increases the number of collectibles to be allocated to a certain purchaser as an inverse function of the period of time occurring between said certain time and the time when an order was received from said certain purchaser.

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